DISK FOR:
APPLE
DOS 3.3
1 DRIVE
48K

# KNIGHT of DIAMONDS

## Wizardry™

## The Second Scenario

*A Fantasy Role-Playing Simulation*

Copyright © 1982 by Andrew Greenberg, Inc.
and Robert Woodhead, Inc.

REQUIRES CHARACTERS DEVELOPED IN PROVING GROUNDS OF THE MAD OVERLORD

Sir-tech SOFTWARE, INC.

# SCENARIO #2
## Briefing Materials

The staff of Gnilda was the finest example of its creator's forging skill. When properly used, it rendered the City of Llylgamyn invulnerable.

The staff projected a force field totally impervious to any physical or magical attack. Those who wanted to threaten Llylgamyn could not approach the city, while those who came with good will could enter and leave freely. It was the perfect defense, but it had one fatal flaw . . . those born in Llylgamyn were unaffected by the staff. Thus it was possible for the evil Davalpus, aided by the forces of darkness, to seize the throne of Llylgamyn and slay the royal family. Fortunately, the young Princess Margda and her brother Prince Alavik survived the royal coup.

Margda and Alavik both knew that there was but one hope of defeating Davalpus. Together they retrieved the fabled armor of the great hero, *"The Knight of Diamonds"*. Alavik, wearing the mystical garb, and carrying the staff, engaged Davalpus in an epic battle in the castle of Llylgamyn. Davalpus fell, but with his dying breath uttered a curse so unspeakable that it brought the castle down around the two combatants. All that was left was a smoking hole in the ground. Davalpus, Alavik and the staff were gone. If it is not returned, the city will fall!

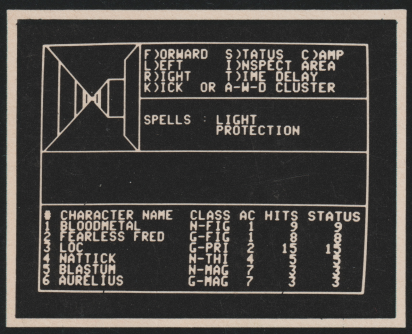
Please refer to the *Wizardry* manual you received with the first scenario for the disc warranty, disclaimer and password notice. Before you begin please return your warranty registration card to activate your warranty.

*Knight of Diamonds* © Copyright 1982 by Andrew Greenberg, Inc. and Robert Woodhead, Inc.
All rights reserved.

*Wizardry* is a trademark of Sir-tech Software, Inc.

Sir-tech **SOFTWARE, INC.**
6 MAIN STREET, OGDENSBURG, N.Y. 13669
(315) 393-6633

Venture now into another mysterious maze, full of danger for the unwary adventurer. *Knight of Diamonds* is a scenario for experienced *Wizardry* players. Your characters will have to be 13th level just to survive! Will you be the first to become the Knight of Diamonds?




- Six level 3D maze
- For ages 10 to adult
- From 1 to 6 players
- Maze and monsters in high resolution graphics
- Designed for 13th level characters and above.

The first scenario, *Proving Grounds of the Mad Overlord*, received rave reviews:

> *"This new game may open up a whole new realm of programming."*
>
> Neil Shapiro
> *Popular Mechanics*

> *"The most eagerly awaited adventure . . . It more than lived up to arcader's hopes . . ."*
>
> *Computer Merchandising*

> *'Fluid 3D graphics rather than the static style."*
>
> Roe Adams
> *Instant Replay*

> *"Wizardry is a class game in my book."*
>
> John Martellaro
> *Peelings II*

The second scenario, *Knight of Diamonds*, is even better. This is the true thinking person's game.

**IMPORTANT**

*Knight of Diamonds* is a scenario for experienced players, and requires characters developed in the first *Wizardry* scenario, *Proving Grounds of the Mad Overlord.*

*Knight of Diamonds* © Copyright 1982 by Andrew Greenberg Inc. and Robert Woodhead, Inc.
All rights reserved.

*Wizardry* is a trademark of Sir-tech Software, Inc.

Sir-tech
SOFTWARE, INC.
6 MAIN STREET, OGDENSBURG, N.Y. 13669
(315) 393-6633